

NOTHING BUT FAIRWAYS & GREENS

(N.B.F. & GREENS)

FIELD OF SPORTS: GOLF

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BACKGROUND OF INVENTION

NOTHING BUT FAIRWAYS & GREENS (N.B.F. & GREENS)

Corrects the faults of slow play, balls flying too far and different tees for men/women.

The major way golf has been scored is by the number of strokes a player ends up making in a round of golf. This new scoring format awards points that are based on a golfer's accuracy. The background of the invention is best understood by reading the summary.

TECHNICAL FIELD

(Example of Changes) N.B.F. & Greens Point Scoring Par for a 9-Hole Golf Course

Par 3 Holes are Par 1 Holes! Par 4 holes are Par 2 Holes! Par 5 holes are Par 3Holes!

(Par 5 holes are always played as 3 shot holes.)

- **5 Par 2 holes** = 2 points per hole are possible $5 \times 2 = 10$ total points
- **2 Par 3 holes** = 3 points per hole are possible $2 \times 3 = 6$ total points
- **2 Par 1 holes** = 1 stroke per hole is possible $2 \times 1 = 2$ total points

Par for 9 holes would be 18

Par for 18 holes would be 36

Definition of A Fairway Hit in Regulation (F.H.R.):

Tee ball hit on a Par 1, 2, and Par 3 comes to rest in a fairway. The 2nd shot hit on a Par 3.

Definition of A Green Hit in Regulation (G.I.R.)

A Par 1 Tee ball, a 2nd shot to a Par 2, and a 3rd shot to a Par 3 that stays on the green.

Definition of Point Scoring Accuracy Event:

Each time a player hits a fairway in regulation, the player earns 1 point. According to where a player's ball finishes on the green, a number of points are earned. At the end of the match, the player scoring the most points wins the event. Putting does not take place in the basic game, and has no bearing in determining the winner.

Definition of Point Scoring Match Play:

Players play to win more holes than their opponent does. The player who earns more points on a hole wins that hole. When a player is down more holes than there are left to play, the match is over. At the end of the match if the players are tied (All Square) a sudden death playoff takes place. In our games, the goal of the players (in the match play format) is to win the match by hitting more fairways and/or greens, or to hole out.

(Sudden Victory)

THE ONE PUTT ONLY OPTIONAL RULE THAT ALLOWS PUTTING

An event can be declared a Nothing But Fairways & Greens (One Putt Only) Event. This rule allows players who reach the green in regulation the choice of putting the ball once. They do not have to putt at all. If the player sinks the putt, they earn 1 point. If the player misses the putt they shall pick up the ball, and move rapidly off the green. Any player putting on the same green a second time is required to reduce their points by three. A player with no points will be minus points. (In the hole.)

The Four Basic Games Are:

- (Nothing But Fairways & Greens) (Point Scoring Scramble) On Course events
- (Nothing But Fairways) *Nonwalking & walking events
- (Nothing But Greens) On-Course walking or *Nonwalking event

SUMMARY

NOTHING BUT FAIRWAYS & GREENS (N.B.F. & GREENS)

FIELD OF SPORTS/ GOLF:

TYPE OF INVENTION:

A FAST PACED POINT SCORING GOLF GAME THAT'S BASED ON GOLF SWING ACCURACY.

PURPOSE OF INVENTION:

- TO MAKE ACCURACY THE KEY COMPONENT OF GOLF
- TO REDUCE THE TIME IT TAKES TO PLAY A ROUND OF GOLF
- TO EQUALIZE THE GAME BETWEEN THOSE OF DIFFERENT AGES AND GENDER.

INVENTOR: WILLIE EARL BELL

Golf was originally designed as a game of ball striking accuracy. The golf ball and golf club manufacturers of today have changed the very nature of the game. They have provided the players with equipment that now allows Professional Golf Association (PGA) tour players to hit booming drives of 370 yards or more. Most of those drives find the rough, but because the ball ends up so close to the green, the player can, with ease, muscle it the remaining short distance to the hole and still make birdie. Jack Nicklaus hits the ball further now off the tee than he did 20 years ago! Jack has been quoted as saying, "Any golf course lower than 7,000 yards is now outdated. The United States Golf Association (USGA) should make tour players play a standard ball!" Jack is not the only one who is wondering where the game is going. PGA officials have been pulling their hair out wondering how to keep the golf courses that are listed at 6,700 yards or less, PGA playable. They are also worried that fans and the average public golfer, who is

not able to hit the ball half as far as the pros, will lose interest in the game. Along with that concern is another major problem. Over half the time the players spend on the course they are standing around the green, putting, or waiting to putt. Most spectators, those that are there in person, and those that are at home, feel as though they are watching paint dry. The game has slowed down. It can now take 5-6 hours to play 18 holes of golf. The final major problem they face is the one of age and gender. PGA players, Senior Tour players and Ladies Professional Golf Association (LPGA) tour players all play from different tees. This means they really cannot play each other from the same tees, and they are all playing a different golf course. Is there a way to eliminate these problems? Yes there is, but until now the thinking has been incorrect. Today, instead of building 6,700-yard golf courses, the trend is to build them 7,200-yards or more. Players are continually assessed strokes in the effort to speed up play. Equality in the sport is still nonexistent, but yes, there is a better way. ***Just change the way golf is scored!*** N.B.F. & Greens does just that! It has a scoring system based upon accuracy. Players can only score by hitting the fairways and greens. ***Problem Number One is then solved.*** Unless the players or the sponsors, etc, choose to play the game with the One Putt Rule in place, no putting is involved. Either way, the pace of the sport quickens dramatically. ***Problem Number Two, watching paint dry, will then be solved.*** At the end of the match, ***the most accuracy player***, regardless of gender or age is declared the winner. ***Problem Number three is solved.***

DESCRIPTION OF N.B.F. & GREENS

#1

Points Scoring Accuracy Event (On-course Walking)

- Player earns 1 point for each fairway that they hit in regulation.

- Player earns 1 point for each green that they hit in regulation.
- A Hole in One or a 10 yards or more Fairway or Hazard Ace (scores 6 points).
- A player loses 1 point for a tee ball that is hit out-of-bounds. (Can be regained)
- Players can earn 3 bonus points for hitting a Par 2 in 1, or a Par 3 in 2.
- At the end of the match the player accumulating the most points wins the event.

2nd shots hit to a Par 3

If a player's ball goes past the front of the green and fails to find the green, the player shall take 50 paces back from the front of the green, and drop a ball. The player will be hitting what will now be their 3rd shot. At the end of the match the player accumulating the most points wins the event.

N.B.F. & Greens Point Scoring Par for a 9-Hole Golf Course

(Par 3 holes are always played as 3 shot holes.)

- **5 Par 2 holes** = 2 points per hole are possible $5 \times 2 = 10$ total points
- **2 Par 3 holes** = 3 points per hole are possible $2 \times 3 = 6$ total points
- **2 Par 1 holes** = 1 stroke per hole is possible $2 \times 1 = 2$ total points

Par for 9 holes would be 18

Par for 18 holes would be 36

#1 (A)

Optional Ball on Green Scoring Rule

- Player still receives 1 point each time that they hit a fairway in regulation.
- ***Players play to hit scoring zones on the greens.*** The number of points awarded
- depends on the ball's final position.
- 6 Points: Any ball 10 yards from the green or in a hazard that finds the cup
- Ball within 5 feet of the pin Player earns 4 Points
- Ball within 10 feet of the pin Player earns 3 Points

- Ball within 20 feet of the pin Player earns 2 Points
- For a Ball on the green further than 20' 1" away from the pin: Player earns 1 Point

(The player accumulating the most points wins the match)

The sponsors or owner of the course shall provide each group of players, or have at each green, a standard measuring tape. The tape shall be at least 20 feet in length. Any ball coming to rest on a scoring line will be given the lower zone's score.

**Note: Nonwalking events take place at golf ranges, in parks, or on designated golf course fairways.*

Nothing But Fairways & Greens is the primary game event. In general, it sets forth the tone and governs over variations of it. At all times the players will, in good faith, adhere to its general rules.

#1 (B)

Match Play Accuracy Event (On-course Walking)

The goal of the player is to win more holes than his/her opponent does. The player scoring the highest number of points on a hole wins it. Anytime a player is down more holes than there are to be played, or Sudden Victory happens, or by disqualification, the match is over. * See Rule #2 (Sudden Victory Option Rule). If the players get to and complete the final hole and are all square, (tied) a play-off shall take place. From the fairway's Drop Zone, (located 100 yards away) they will replay the 9th or 18th green. The sponsor can add another 25 or 50 yards to the 100-yard distance. The players take turns hitting a total of three balls each to the green. The player or team who hits the ball that finishes nearest the hole wins the event. *The Sudden Victory Option Rule could be in effect.

Nothing But Fairways and Greens (Example)

Starting at Hole #1, (*A Par 2 Hole*) each player hits a ball. If a player's ball ends up in the fairway, he/she is given 1 point. A ball coming to rest in the fairway, but touching the first cut or rough is considered inbounds. If a player fails to hit the fairway no point is given. The player that is furthest from the designated green always hits first. If their ball ends up on the green; they are awarded 1 point. If a player ends up with more points than their opponent does they win the hole. If neither player scores a point or if both players score the same number of strokes the hole is tied. (All square) All players are to promptly pick up their balls, move off the green and move on to the next hole.

If a player's Tee ball comes to rest on a designated *Par 1 Green*, he/she is awarded 1 point. A ball on the green but touching the fringe is to be considered *on the green*. All (*Par 3 holes*) are to be played as 3 shot holes. Hitting the Tee Ball in the fairway scores the player 1 point. If the player's second shot (ball) finishes in the fairway another point is scored. If the player's third shot finishes on the green they score 1 point. In other words, on a Par 3 hole, a player failing to hit the fairway twice or the green once, will have zero points. A player hitting the fairway twice and the green once will have scored 3 points. A match is over when one player has lost more holes than there are left to play.

Rule #1

In team events no more than three players per team are allowed. When determining who hits the next shot, the members of three player teams must stay and play in their original hitting order. Two player team members are required to alternate hitting first on every other hole.

***Rule #2**

SUDDEN VICTORY OPTION (Match Play Only)

Full match or can be schedule to kick in at a certain time, i.e., the last 9 holes of a match. Any time (on *any hole*) when a player is the last to hit to a green and their ball ends up at rest inside the cup the match is over. ***Sudden Victory***) If the player scoring an ***ace*** (***Par 1 hole***) hits first, the opponent has one shot (chance) to top the ***ace***. The same if the player is hitting their second shot from the fairway or rough or sand. (**Called a Fairway Ace or a Sand Ace**). Failure to do so means that life isn't always fair; the match is over, ending in ***Sudden Victory*** for the player who scored the ***Ace***.

#2

MATCH PLAY

(For parks, driving ranges or single fairways of a golf course.)

#1 WOOD DRIVING ACCURACY EVENT (NONWALKING)

In this game, (match) all balls are hit to the same fairway. A number of fairways for individual matches can be used, i.e., a golf course's #1 and #10 fairways.

Rule #1

Players are to use a #1 wood to drive golf balls over a *certain distance* and have them stay inbound. (At rest within a fairway) It is suggested that this *distance* for professionals be set at 240-250 yards. The width of fairway may be set at 10, 15, or 20 yards. For amateurs and novices, this *distance* to be covered (fairway), would be 200 yards. The width of the fairway may be set at 25, 30, or 40 yards. The fairway distance and width may be marked with different types of materials. It is suggested that poles be used with flags or balloons attached. Preferably, poles would be at a height that makes them visible from teeing areas. The poles could be spaced and placed on chalk lines that

mark the inbound/out-of-bound areas.

Rule #2

Any ball hitting a pole, rock, etc, (excluding an overhanging wire, or sprinkler head) is considered the Rub-of-the Green and will be scored in or out by its final resting-place. Any ball coming to rest on an inbound/out-of-bounds line is to be considered inbounds.

Rule #3 *(Sometimes called the Equalizer Rule)*

To adjust to the skill of the participants, the fairway distances and widths may be changed.

Rule #4

To determine opponents or bracket of play, players' names will be drawn. To determine the honor of hitting first, a coin is to be tossed. If there is more than one designated hitting area for a fairway, a coin will be tossed to determine the player/players positions.

Rule #5

The Player who wins a hole has the honor of hitting first on the ensuing hole. If a player hits out of turn, the player who had won the honor, (if he so desires) can insist that his opponent re-hit in the proper order, and in that case, the opponent's first ball is declared illegal. ***It is the players' responsibility, not the referee's, to keep abreast of the order of play.*** Once that hole is finished, it is then too late to claim the honor and the referee will assume the honor was passed, and there is no disqualification. If a player hits out of turn and is asked to re-hit and refuses, the player shall be disqualified and declared the loser of the match.

Rule #6

As in match play, the match is over when one player is up more fairways than there are to be played. The loser gives the winner a handshake. If there is a tie after the final hole has been played, (all square) the match continues until a player wins a hole. (Sudden

Death) If more matches are to be played, the winner moves on.

Rule #7

One person should be designated by the sponsors of the game to be the Head Judge. Judge Assistants and Ball Spotters/Markers are to be chosen. The Marker or Markers can be located down the field of play but outside of the landing area. Their function is to determine and to indicate whether a player's drive is inbound or out. In cases where there are no Markers; all judgement calls are left to the judges. Their decisions are not to be questioned. If an instant video taping replay system is available and a player feels that a number of close calls (at least two) are suspect, he may, within 5 minutes after the match, file an official protest and ask for a review. **Where a clear difference is seen** the two players involved must replay those holes and a final winner will be declared. However, in the event the deadline has expired the results are final.

Rule #8

A player is required to sign their scorecard. Failure to do so, or if an incorrect card is signed, the player would be disqualified. If he/she had won their game, that game will be forfeited to the other player.

Rule #9

The loser of the match must give the winner a handshake and the winner moves on to the next flight of matches. If no further matches are to be played, the winner is declared the Champion or Champions of the event.

Example of the Nothing But Fairways Event

(Both players are to have their own bucket of balls) Starting on Hole #1, Player #1 hits his drive (ball) at least 200 yards and it comes to rest (inbound) in the fairway. Player #2 hits his drive and it comes to rest out-of-bounds. He has lost the hole and is now **1 down**

with 17 holes/fairways to play. Standing on *the same tee (Now considered Hole #2/Fairway #2)* each player hits another ball to that same fairway. If both players hit the fairway, Player #1 remains 1 up with 16 holes/fairways to play. If Player #1 misses the fairway and Player #2 hits the fairway, the match is all square with 16 holes/fairways to play. If Player #1 hits Fairway #2 and Player #2 misses the fairway, Player #1 wins the hole. He/she is now 2 up with 16 holes/fairways to play. The match continues as the same tee becomes Hole #3, 4, 5, etc. When one player is down more holes/fairways than there are to be played, the match is over. If Hole #18 is completed and players are all square, (tied) the players will play extra holes (Sudden Death) until a hole is won.

#2 (A)

Flex Distances & Any Club Accuracy Event (Non walking and Walking)

Rule #1

In place of the #1 Wood the sponsors may choose any club.

Rule #2

Players will play/hit to nothing but the fairways of a golf course or multiple fairways.

Rule #3

The sponsors may choose to play the course/fairways as they are, or according to the skills of the players adjust the inbound bounties. The sponsors' also selects the kind of club to be used on each hole.

Example

Starting on Hole #1 players each hit one ball to its fairway. The two balls are judged whether they are in or out of the fairway. The players will either be all square or one will be 1 down with 17 to play while the other will be 1 up with 17 to go. The players

continue to follow Game #2 (A) format.

Rule #4

All the other rules of game #2 (A) are in force.

#3

Nothing But Greens Match Play Iron Accuracy Event (On-Course Walking)

Rule #1

The sponsor or the course owner will set the course up as a Par 3 golf course, having 9 or 18 holes available for play. All of the Par 4 and Par 5 holes will have their teeing areas located in their fairways at a distance, which makes each hole a reachable Par 3. The sponsors or course owner will determine the distances of greens or targets. Such games as those that have a ball land on a green or target, etc. within circles, and stay there are considered a Nothing but Fairways & Greens Event.

Rule #2

The Match Play rules of the Nothing but Fairways Events are relevant. The difference is a ball on the green is considered to be inbounds. The ball may be resting against the fringe (ball on the green) but not on the fringe, in a fairway, or in a hazard.

Rule #3

All of the other game rules of (Nothing but Fairways) are in effect. The Sudden Victory Rule is in force at all times.

#3-(A)

Point Scoring Event (Walking or Nonwalking)

- The number of points scored is based on how close the player's ball finishes to the hole.
- At the end of the match the player with the most points is the winner.

- (Sudden Victory Rule could be in Play)
- 6 points for a ball that finds the cup
- 4 Points are awarded for ball within 5 feet of the pin
- 3 Points are awarded for ball within 10 feet of the pin
- 2 Points are awarded for ball within 20 feet of the pin
- 1 Point for ball on the green but at least 20'1" away from the hole

3 (B)

Nonwalking Format (Sudden Victory rule could be in Play)

This game is good for sponsors where space is a problem. **(Driving Ranges or Parks)**

Rule #1

Starting from Hole #1 to the last, a player or team hits a ball to each hole. If there are not enough holes available, then a repeat of the available holes will be the rule, or at the beginning of the contest sponsor can put in a format place where each ball is considered a hole.

(Example)

A player's first ball (Ball #1) lands and stays on the green. On the scorecard for Hole #1 the player marks an (X). If the player fails to hit the green a zero (O) is marked. Ball #2 becomes the second hole on the scorecard. Ball #3 becomes the third hole on the card and so on. If there were only 3 greens, the players would hit 6 balls to each hole. Each of those balls would be considered a hole making it an 18 - Hole contest. The player or team wins the hole if they hit the green and the other player or team does not.

Rule #2

The number of target greens should be at least three or more.

Rule #3

The number of balls hit to each green should be in as equal amounts as possible.

- 3 Holes ~ 6 balls hit to each hole.
- 4 Holes ~ 5 balls hit to each of the first 2 holes, 4 to each of the two remaining holes.
- 5 Holes ~ 4 balls hit to each of the first 4 holes, 2 balls hit to the one remaining hole.
- 6 Holes ~ 3 balls hit to each of the holes.
- 7 Holes ~ 2 balls hit to each of the first 6 holes, 6 balls hit to the one remaining hole.
- 8 Holes ~ 2 balls hit to first 7 holes, 2 balls hit to each of the two remaining holes.
- 9 Holes ~ 2 balls hit to each of the holes.

The match is over (as in Match Play) when the player is down (in this case) more points than can be made up in the remaining holes.

#4 (SPECIAL TEAM PLAY)

Point Scoring Team Scramble Format

Each team member can earn 1 point for hitting a fairway in regulation. Just as in a regular scramble format, a team can choose to play from any tee ball position. However, if the team decides to take their next shots from a spot of a ball that has come to rest outside of the fairway, for that hole, they forfeit any and all of the fairway points the team would have earned. To retain fairway points, the team must hit their second shot from the fairway. When a team member ball hits a green in regulation, (according to which scoring zone their ball comes to rest in) they can earn a number of points for the team. Whenever more than one ball finds a green, the team can choose which ball position to putt from. By sinking the putt an additional point can be earned. If all team members fail to hit the green in regulation, no green points are earned, and for that hole the team is finished with scoring.

POINTS FOR BALL ON GREEN IN REGULATION

- 1 POINT IF BALL IS OUTSIDE OF 20 FEET FROM THE HOLE
- 2 POINTS FOR BALL WITHIN 20 FEET OF THE HOLE
- 3 POINTS FOR BALL WITHIN 10 FEET OF THE HOLE
- 4 POINT FOR BALL WITHIN 10 FEET OF THE HOLE
- 6 POINTS FOR A BALL THAT FINDS THE CUP

N.B.F. & GREENS' RULES, AND REGULATIONS

The sponsor of a game will choose the type of game to be played and in games where it is essential to designate the distance, widths of the fairways, or targets, they will do so.

Sponsors will oversee the required boundary markings of all the fairways, greens, targets, and Drop Zones. Sponsors will appoint a Head Judge individual Judge Assistants, and downfield Ball Spotters/Markers. A Judge's Assistant will ensure that the players adhere to the rules of the game. All violations are to be reported to the Head Judge. Events can be designated Open, Men's, Women's, and Couples, (mixed gender) Partners (same gender) or a team consisting of at least 3 players, but not more than 6. Games can be designated as 9-72 Hole events. The longer events should be held over a number of days.

Partners, Couples & Teams/Other than Team Scrambles Events

A partner or team member plays Hole #1. The other partner or another team member plays Hole #2. No player is allowed to hit more than one shot in a row. Before each contest the team's captain will compose a list of numbered players, (as high as six), and gives it to the Head Judge. Team players must play and stay in their original position. **No team member can ever play out of turn!** If a team member plays out of turn on a hole; the hole is forfeited to the other team. Any second such violation by the same team during the same match results in automatic forfeiture.

No touching of the Ball Rule and its Exceptions

- (a) A player may not nudge, or touch the ball while it is either in the fairway or the rough. If during a point scoring event a player does so, on their score card they shall mark, and minus themselves 4 points. (- Minus 4 points) In a match play event the player loses the hole. If during the same event a player commits such an act a second time, an automatic disqualification shall take place.
- (b) If a player's ball is in causal water or if they have to stand in causal water to hit, the player, with the consent of his opponent or a Judge's Assistant, may get a free drop. The drop will be made within 2-club lengths outside of the water, but no nearer to the green.
- (c) Par 5 Hole Tee Ball: Any player hitting a ball in a water hole must drop a ball at least 10 yards back from the edge of the embankment. (No nearer to the hole) The dropping zone must be directly on the same line that the ball took to the water. If there are no embankments, the edge of the water will be the starting point for the drop. Player will be playing their third shot. A ball in the water that is located in the fairway is a ball that has missed the fairway or green.
- (d) If a ball hits the fairway and becomes embedded, the player may lift and clean the ball, and drop it within 2 feet of the spot, but no nearer the green.
- (e) If a player's ball comes to rest in any hole, imbedded or in a "Ground Under Repair" area, the player may drop the ball within a club length of the spot but no nearer the green.
- (f) If a ball comes to rest behind, in, or against manmade objects, etc, (preventing the player from having a direct shot at the green, Line-of-Sight Relief is given. The drop will be made at the closest relief point but no nearer the green. **(Exceptions) Unlike**

the USGA we believe it is unfair to include bleachers and fences. It is to be assumed the player was aware they were there. Therefore, no free drops are allowed! You hit it there, you play the ball as it is or declare it unplayable, pick up the ball and move on!

- (g) If a ball ends up on a cart path, sprinkler head, sidewalk, road, or if the player has to stand on such, the player is entitled to a free drop within a club length of the spot but *no nearer the green!*
- (h) If a ball hits any overhanging electrical wire, or sprinkler head, the player is entitled to replay the stroke without penalty.

Balls Hit In Other Hazards (Sand traps, etc.)

A ball hit in a sand trap or hazard (even if within a fairway) is a missed fairway or green. If the ball is playable, the rules concerning “Hazards” Current USGA Golf Rules apply.

Unplayable Balls (On-Course Walking Events)

Par 4 Hole & Par 5 Hole

At any time after leaving the teeing area, a player finds his ball in such a position to be unplayable, (player believes there is no chance of reaching the green in regulation) they should, in the best interest of the game, and without delay, declare the ball unplayable. (See touching of the Ball Rules). It is up to the player to make the call. Once a player declares a ball unplayable, they are not allowed to hit another shot on that hole.

Penalty For Balls Hit Out-of-Bounds (White Stakes)

Player loses (-1) point and marks they scorecard as such. If the player has no points, that player will be minus -1 and in the hole. On a Par 1 hole the player is out of the hole. For a Par 2 hole, including a Par 3 tee ball/2nd shot, when the player reaches that hole's 150-yard marker drop zone, (located in both the right and left rough), *if they chose, they may*

drop a ball, on the out of bounds side. From that point they may play to the green in an attempt to recover the (1) penalty stroke. If their ball ends up at rest (*anywhere*) on the green, the player regains the (1) point that they lost. Match play: If both players' tee shots (Par 2 or Par 3 Hole) or 2nd shots on a Par 3 Hole, are found to be unplayable, or both, are out-of-bounds, both players will without delay pick up their balls and proceed to the drop zones. (Each player will hit one ball to the green. The player hitting their ball closest to the pin (Hole))

Building A Stance

At no time may a player build a stance. A player may bend weeds, branches, and such, but no breaking of anything is allowed. (Minus 2 points)

Game Play

A player may play with 17 clubs that conforms to the USGA specifications for clubs.

A player may not change the layout (set-up) of the course or hitting areas for any event.

After 9 holes of play a player may change type of ball they will be playing. Must verbally state the change to the officials and other players before beginning the next 9 Holes. Any ball that is clearly damaged may be changed, (by agreement with opponent) at any time.

Violation: **Match Play:** Lost of all holes won while using the undeclared ball. **Point**

Scoring: Minus -6 point. Players can be disqualified at any time for unsportsman like behavior, i.e., swearing, disrespecting the game, players, officials, or spectators. If a player is in need of a ruling, players should discontinue play and call for an official.

MAJOR RULE THAT ALLOWS PUTTING

The One Putt Only Rule

An event can be declared a Nothing But Fairways & Greens (One Putt Only) Event. This rule allows players that reach the green in regulation, the choice of putting the ball once.

They do not have to putt, but if they choose to putt, and they make it, they earn 1 point. If the player fails to sink the putt they are to pick up the ball and move rapidly off the green. Any player putting on the same green a second time is required to reduce their points by three. A player with no points will be (-) minus points and will be in the hole. Any sponsor, granted permission, may form leagues based on a weekly point system of scoring. Each month the high scorers qualify to play in the State's Regional Tournament. Winners of those events Qualify for the Sectional Events. The top three players in the Sectional qualify for the National Nothing But Fairways & Greens, Tournament of Champions.

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**U.S. Patent Documents References
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Patent Application No. 10/647/747
Nothing But Fairways & Greens
(N.B.F. & Greens)**

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Gerald P. Healey: *Patent No. #4,145,053 Date:
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William Mazer: *Parent No. #4,934,704 Date:
Feb. 6, 1996

Mr. Picard, Patent No. #5,490,671, shows an 8 Hole golf course design that is laid out within a contain area of 22 acres or so. In comparison, the difference between Mr. Picard's Course design and the 120 acres or so that are required for the conventional 18 Hole golf courses that are used to play N.B.F. & Greens is monumental. In order to play the Target Gold Course Game; a special course has to be built. Whereas, N.B.F. & Greens can be played anywhere in the world on any golf course just as they are. Players playing Mr. Picard's game, play 2 balls per hole, and 1 ball each on a putting course. The standard game of golf of having players play 1 ball per hole throughout the entire 18 Holes hasn't change is still valid and has not change with N.B.F. & Greens, basic game. Things that have changed are the way scoring is score and the no putting Rule that is involved in the basic game. There also is a "Optional One Putt Only Rule," where it is required that a player hit the green in regulation in order to earn (1) putt or (1) chance to sink the putt. What N.B.F. & Greens does is to become the third major way to score Golf. Therefore, joining Stoke Play and Match Play as an equal partner. Whereas Mr. Picard's game or patent can never achieve such a feat. At best it will forever be classify as a, "Skill Game Challenge." G. P. Healey, (Patent No. 4,145,053) details a compact golf course that comprises approximately ten percent of the conventional area that's required for a golf course. Five balls are hit from pre-selected areas to targets that are based on golf courses being designed with some connecting, adjoining, identical holes. There are some holes where certain golf clubs are not even accommodated. The realism of Golfs' standard game is sacrificed when one plays this game.

Truly, it is no more than another Golf Skill Challenge Contest. (Patent. No. 4,934,704) Mr. Mazer's indoor golf game is designed to be played on carpet and should be classified as a, "Miniature, Miniature Golf game, or a Putting Skill Challenge Contest. Not liken in the least to golf's full swing standard golf game. Please refer to N.B.F. & Greens patent specifications for other major differences between the game formats. The patents/layouts of the other games do not achieve the realism of the game of golf nor can they be played on any 160 acre or less, (as is), full 18 Hole golf course. Nothing but Fairways and Green's format stands alone with its new scoring format and will without a doubt change the face of golf. In regards to Target Rings, one would be correct in saying that they are not new to sports. Darts and Archery are some of the oldest known sports to use rings for scoring to rate accuracy. In the basic game of Archery, targets with scoring rings are placed at a distance, and standing upright on the ground. In one of archery games, (a game called Cout) the scoring rings are place flat on the ground and from a distance; archers shoot and arch their arrows to the rings. A number of points are earned according how close each arrow ends up to the center of the rings. A few years ago, scoring rings showed up in the field of football in a skill competition for kids that was called, Punt, Pass, and Kick. The Golf Channel took the idea of the scoring rings and transferred them to golf and came up with, Drive, Pitch and Putt Contests. They have just recently adding scoring rings on greens in some of their skills' events in their new program, The Big Break. It would appear that no one owns a pattern on scoring rings that are used to judge accuracy in any of these sports. Likewise, N.B.F. & Greens' game specifications reflect the use of scoring rings to judge accuracy, but *only in regards to a Scoring Option Rule that can be used with its new basic game scoring format for golf.* Accordingly, and as asked under 37 CFR1.81, to facilitate understanding of the invention, drawings are being furnish. I pray that my new scoring format for golf will become more apparent upon the reading of the specifications with the interpreted view of the accompanying drawings and that a patent will be granted.

1 BRIEF DESCRIPTION OF THE DRAWINGS

- Fig. 1 A topographical plat or top plan view of 18 Hole golf course layout according to the instant invention and the course layout for N.B.F. & Green's Team/Scramble
Fig. 2 Basic (Walking) Point Scoring Game (2) players. Hole #1 Par 2
Fig. 3 Point Scoring (Walking) Optional Green Scoring (2) players Hole #1 Par 2
Fig. 4 Optional Scoring Zones for Greens
Fig. 5 Nothing But fairways layout
Fig. 6 Nothing But Greens, basic 1 point green
Fig. 7 Scorecard

EMBODIMENTS OF DRAWINGS

References: (N.B.F. & Greens) Specifications

Fig. 1 #1 Teeing area for Par 2, Hole No. 1. Example of Nothing But Fairways and Greens Point Scoring Format. Starting at Hole #1, (A Par 2 Hole) each player hits a ball. If a player's ball ends up in the fairway, he/she is given 1 point. A ball coming to rest in the fairway, but touching the first cut or rough is considered inbounds. If a player fails to hit the fairway no point is given. The player that is furthest from the designated green always hits first. If their ball ends up on the green they are awarded 1 point.) All players are to promptly pick up their balls, move off the green and move on to the next hole. If a player's Tee ball comes to rest on a designated Par 1 Green, he/she is awarded 1 point. A ball on the green but touching the fringe is to be considered on the green. All standard Par 3 holes are to be played as Par 1 holes. All standard Par 4 Holes are played as Par 2 Holes. Par 5 holes as Par 3 holes. (Example) Hitting the Tee Ball in the fairway scores the player 1 point. If the player's second shot (ball) finishes in the fairway another point is scored. If the player's third shot finishes on the green they score 1 point. In other words, on a Point Scoring Par 3 hole, a player failing to hit the fairway twice or the green once, will have zero points. A player hitting the fairway twice and the green once will have scored 3 points. A match continues until all of the designated numbers of holes to be play are finished and the player that scored the most points in declared the winner.

- #2 Right side rough (Non scoring area)
- #3 Fairway (A scoring zone)
- #4 Left side rough (Non scoring area)
- #5 Hole #1 green (A scoring zone)
- #6 Hole #2 Par 1 Teeing Area
- #7 Right side rough (Non scoring area)
- #8 Fairway (A scoring zone)

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- #9 Left side rough (Non scoring area)
- #10 Hole #2 green (A scoring zone)
- #11 Hole #3 Par 3 Teeing Area
- #12 Right side rough (Non scoring area)
- 5 #13 Fairway (A scoring zone)
- #14 Left side rough (Non scoring area)
- #15 Hole #3 green (A scoring zone)
- #16 Hole #4 Par 2 Teeing Area
- #17 Right side rough (Non scoring area)
- 10 #18 Fairway (A scoring zone)
- #19 Left side rough (Non scoring area)
- #20 Hole #4 green (A scoring zone)
- #21 Left side rough (Non scoring area)
- #22 Hole #5 green (A scoring zone)
- 15 #23 Fairway (A scoring zone)
- #24 Hole #5 Par 2 Teeing Area
- #25 Right side rough (Non scoring area)
- #26 Hole #6 Par 1 Teeing Area
- #27 Left side rough (Non scoring area)
- 20 #28 Fairway (A scoring zone)
- #29 Right side rough (Non scoring area)
- #30 Hole #6 green (A scoring zone)
- #31 Hole #7 Par 3 Teeing Area
- #32 Left side rough (non scoring area)
- 25 #33 Fairway (A scoring zone)
- #34 Right side rough (Non scoring area)
- #35 Hole #7 green (A scoring zone)
- #36 Hole #8 Par 2 Teeing Area
- #37 Left side rough (Non scoring area)
- 30 #38 Fairway (A scoring zone)
- #39 Right side rough (Non scoring area)
- #40 Hole #8 green (A scoring zone)
- #41 Hole #9 Par 2 Teeing Area
- #42 Left side rough (Non scoring area)
- 35 #43 Fairway (A scoring zone)
- #44 Right side rough (Non scoring area)
- #45 Hole #9 green (A scoring zone)
- #46 Hole #10 Par 2 Teeing Area
- #47 Right side rough (Non scoring area)
- 40 #48 Fairway (A scoring zone)
- #49 Left side rough (Non scoring area)
- #50 Hole #10 green (A scoring zone)
- #51 Hole #11 Par 2 Teeing Area
- #52 Right side rough (Non scoring area)
- 45 #53 Fairway (A scoring zone)
- #54 Left side rough (Non scoring area)
- #55 Hole #11 green (A scoring zone)
- #56 Hole #12 Par 3 Teeing Area
- #57 Right side rough (Non scoring area)
- 50 #58 Fairway (A scoring zone)
- #59 Left side rough (Non scoring area)
- #60 Hole #12 green (A scoring zone)
- #61 Hole #13 Par 1 Teeing Area
- #62 Left side rough (Non scoring area)
- 55 #63 Fairway (A scoring zone)
- #64 Right side rough (Non scoring area)
- #65 Hole #13 green (A scoring zone)
- #66 Left side rough (Non scoring area)

#67 Hole #14 green (A scoring zone)
 #68 Fairway (A scoring zone)
 #69 Hole #14 Par 2 Teeing
 #70 Right side rough (Non scoring)
 #71 Hole #15 Par 2 Teeing Area
 #72 Left side rough (Non scoring area)
 #73 Fairway (A scoring zone)
 #74 Right side rough (Non scoring area)
 #75 Hole #15 green (A scoring zone)
 #76 Hole #16 Par 1 Teeing Area
 #77 Left side rough (Non scoring area)
 #78 Fairway (A scoring zone)
 #79 Right side rough (Non scoring area)
 #80 Hole #16 green (A scoring zone)
 #81 Hole #17 Par 1 Teeing Area
 #82 Left side rough (Non scoring area)
 #83 Fairway (A scoring zone)
 #84 Right side rough (Non scoring area)
 #85 Hole #17 green (A scoring zone)
 #86 Hole #18 Par 1 Teeing
 #87 Left side rough (Non scoring area)
 #88 Fairway (A scoring zone)
 #89 Right side rough (Non scoring area)
 #90 Hole #17 green (A scoring zone) #Fig. 2 #1
 Hole #1 Par 2 Teeing Area. N.B.F. & Greens
 Point Scoring Par for a 9 Hole Golf Course Par 3
 Holes are Par 1 Holes! Par 4 holes are Par 2
 Holes! Par 5 holes are Par 3 Holes! (Par 5 holes
 are always played as 3 shot holes.) **5 Par 2 holes**
 = 2 points per hole are possible $5 \times 2 = 10$ total
 points. **2 Par 3 holes** = 3 points per hole are
 possible $2 \times 3 = 6$ total points **2 Par 1 holes** = 1
 stroke per hole is possible $2 \times 1 = 2$ total points.
Par for 9 holes would be 18. Par for 18 holes
would be 36. Definition of A Fairway Hit in
 Regulation (F.I.R.): Tee ball hit on a Par 1, 2,
 and Par 3 comes to rest in a fairway. The 2nd shot
 hit on a Par 3. Definition of A Green Hit in
 Regulation (G.I.R.) A Par 1 Tee ball, a 2nd shot
 to a Par 2, and a 3rd shot to a Par 3 that stays on
 the green. Definition of Point Scoring Accuracy
 Event: Each time a player hits a fairway in
 regulation, the player earns 1 point. According
 to where a player's ball finishes on the green, a
 number of points are earned. At the end of the
 match, the player scoring the most points wins
 the event. Putting does not take place in the
 basic game, and has no bearing in determining
 the winner. Definition of Point Scoring Match
 Play: Players play to win more holes than their
 opponent does. The player who earns more
 points on a hole wins that hole. When a player is
 down more holes than there are left to play, the
 match is over. At the end of the match if the
 players are tied (All Square) a sudden death
 playoff takes place. In our games, the goal of the
 players (in the match play format) is to win the
 match by hitting more fairways and/or greens, or
 to hole out. (Sudden Victory) #2 Player #1 #3
 Player #1 Tee Ball is in a scoring area and has
 scored 1 point. #4 Right side rough (Non scoring

area) #5 Fairway (A scoring Zone) #6 Player #1
 second shot/ball on the green and scores 1 point.
 Player #1 has earned 2 points and has pured the
 hole. Player #1 is now even par for the round. #7
 Hole #1 green (A scoring zone) #8 Player #2 #9
 Left side rough (Non Scoring area) #10 Player
 #2 Tee ball ends up in the right rough, a non
 scoring area. No point earned. #11 Player #2
 second shot lands and stays in the Left side
 rough, (a non scoring area). No point is earned
 and the player is finished with the hole and his
 score for the round is minus (-2) to par. Fig. 3 #1
 Hole #1 Par 2 Teeing Area. *Optional Ball on*
Green Scoring Rule: Player still receives 1 point
 each time that they hit a fairway in regulation.
Players play to hit scoring zones on the greens.
 The number of points awarded depends on the
 ball's final position. 6 points: Any ball 10 yards
 from the green or in a hazard that finds the cup.
 Ball within 5 feet of the pin player earns 4
 points. Ball within 10 feet of the pin player earns
 3 points. Ball within 20 feet of the pin player
 earns 2 points. For a Ball on the green further
 than 20' 1" away from the pin, the player earns 1
 point. The player accumulating the most points
 wins the match. The sponsors or owner of the
 course shall provide each group of players, or
 have at each green, a standard measuring tape.
 The tape shall be at least 20 feet in length. Any
 ball coming to rest on a scoring line will be
 given the lower zone's score. *Note: *Non*
walking events take place at golf ranges, in
parks, or on designated golf course fairways.
 Nothing But Fairways & Greens is the primary
 game event. In general, it sets forth the tone and
 governs over variations of it. At all times the
 players will, in good faith, adhere to its general
 rules. #2 Player #1 #3 Player #1 Tee Ball is in a
 scoring area and has scored 1 point. #4 Right
 side rough (Non scoring area) #5 Fairway (A
 scoring zone) #6 Player #1 second shot/ball
 comes to rest on the green and in scoring zone
 three (3) and earns three (3) points. Player #1
 adds the 1 point that was earned for hitting the
 fairway to the 3 points earned on the green for a
 total of 4 points. Player #1 is two (2) up on par
 for the round. #7 Green's one (1) point zone. #8
 Green's two (2) point zone. #9 Green's three (3)
 point zone. #10 Green's four (4) point zone. #11
 Green's six (6) point zone, the cup and hole that
 the flag sits in. #12 Left side rough. (A non
 scoring zone) #13 Player #2 second shot landed
 in the left rough thereby failing to earned a point.
 (Non scoring zone). #14 Player #2 Tee ball land
 in the left rough non scoring zone. #15 Player
 #2 did not earn a point on this hole and he is
 minus (-2) for the round. In team events no more
 than three players per team are allowed. When
 determining who hits the next shot, the members
 of three player teams must stay and play in their
 original hitting order. Two player team members

are required to alternate hitting first on every other hole. In team events no more than three players per team are allowed. When determining who hits the next shot, the members of three player teams must stay and play in their original hitting order. Two player team members are required to alternate hitting first on every other hole. The "Optional Sudden Victory Rule," (match play only) or can be schedule to kick right rough, a non scoring area. No point earned. #11 Player #2 second shot lands and stays in the right side rough, a non scoring area. No point is earned and the player is finished with the hole and his score for the round is minus (-2) to par. Fig. 3 #1 Hole #1 390 yards Par 2 Teeing Area. **Optional Ball on Green Scoring Rule:** Player still receives 1 point each time that they hit a fairway in regulation. *Players play to hit scoring zones on the greens.* The number of points awarded depends on the ball's final position. 6 points: Any ball 10 yards from the green or in a hazard that finds the cup. Ball within 5 feet of the pin player earns 4 points. Ball within 10 feet of the pin player earns 3 points. Ball within 20 feet of the pin player earns 2 points. For a Ball on the green further than 20' 1" away from the pin, the player earns 1 point. The player accumulating the most points wins the match. The sponsors or owner of the course shall provide each group of players, or have at each green, a standard measuring tape. The tape shall be at least 20 feet in length. Any ball coming to rest on a scoring line will be given the lower zone's score. **Note: Non walking events take place at golf ranges, in parks, or on designated golf course fairways.* Nothing But Fairways & Greens is the primary game event. In general, it sets forth the tone and governs over variations of it. At all times the players will, in good faith, adhere to its general rules. #2 Player #1 #3 Player #1 Tee Ball is in a scoring area and has scored 1 point. #4 Left side rough (Non scoring area) #5 Fairway (A scoring zone) #6 Player #1 second shot/ball comes to rest on the green and in scoring zone three (3) and earns three (3) points. Player #1 adds the 1 point that was earned for hitting the fairway to the 3 points earned on the green for a total of 4 points. Player #1 is two (2) up on par for the round. 7# Green (1) point zone. #8 Green (2) point zone. #9 Green (3) point zone. #10 Green (4) point zone. #11 Green (6) point zone, the cup and hole that the flag sits in. #12 Right side rough. (A non scoring zone) #13 Player #2 second shot landed in the right rough thereby failing to earned a point. (Non scoring zone). #14 Player #2 Tee ball land in the right rough non scoring zone. #15 Player #2 did not earn a point on this hole and he is minus (-2) for the round. In team events no more than three players per team are allowed. When determining who hits the next

shot, the members of 3 to 6 player teams must stay and play in their original hitting playing hitting order. Two player team members are required to alternate hitting first on every other hole. In team events no more than three players per team are allowed. When determining who hits the next shot, the members of three player teams must stay and play in their original hitting order. Two player team members are required to alternate hitting first on every other hole. The Optional Sudden Victory Rule, (match play only) can be schedule to kick in at a certain time, i.e., the last 9 holes of a match or anytime. On *any hole*, when a player is the last to hit to a green and their ball ends up at rest inside the cup the match is over. (*Sudden Victory*) If the player scoring an *ace* hits first, the opponent has one shot (chance) to top the *ace*. The same if the player is hitting their second shot from the fairway or rough or sand. (Called a Fairway Ace or a Sand Ace). Failure to do so means that life isn't always fair; the match is over, ending in *Sudden Victory* for the player who scored the *Ace*. Fig. 4 Match Play Wood Driving Accuracy Event. #3 Teeing Area. In this match all balls are hit to the same fairway. A number of fairways for individual matches can be used, i.e., a golf course's #1 and #10 fairways. Rule #1 Players are to use a #1 wood to drive golf balls over a *certain distance* and have them stay inbound. (At rest within a fairway) It is suggested that this *distance* for professionals be set at 240-250 yards. The width of fairway may be set at 10, 15, or 20 yards. For amateurs and novices, this *distance* to be covered (fairway), would be 200 yards. The width of the fairway may be set at 25, 30, or 40 yards. The fairway distance and width may be marked with different types of materials. It is suggested that poles be used with flags or balloons attached. Preferably, poles would be at a height that makes them visible from teeing areas. The poles could be spaced and placed on chalk lines that mark the inbound/out-of-bound areas. Rule #2. Any ball hitting a pole, rock, etc, (excluding an overhanging wire, or sprinkler head) is considered the Rub-of-the Green and will be scored in or out by its final resting-place. Any ball coming to rest on an inbound/out-of-bounds line is to be considered inbounds. Rule #3. (*Sometimes called the Equalizer Rule*) To adjust to the skill of the participants, the fairway distances and widths may be changed. Rule #4. To determine opponents or bracket of play, players' names will be drawn. To determine the honor of hitting first, a coin is to be tossed. If there is more than one designated hitting area for a fairway, a coin will be tossed to determine the player/players positions. Rule #5 The Player who wins a hole has the honor of hitting first on the ensuing hole. If a player hits out of turn, the

player who had won the honor, (if he so desires) can insist that his opponent re-hit in the proper order, and in that case, the opponent's first ball is declared illegal. It is the players' responsibility, not the referee's, to keep abreast of the order of play. Once that hole is finished, it is then too late to claim the honor and the referee will assume the honor was passed, and there is no disqualification. If a player hits out of turn and is asked to re-hit and refuses, the player shall be disqualified and declared the loser of the match. Rule #6 As in match play, the match is over when one player is up more fairways than there are to be played. The loser gives the winner a handshake. If there is a tie after the final hole has been played, (all square) the match continues until a player wins a hole. (Sudden Death) If more matches are to be played, the winner moves on. Rule #7 One person should be designated by the sponsors of the game to be the Head Judge. Judge Assistants and Ball Spotters/Markers are to be chosen. The Marker or Markers can be located down the field of play but outside of the landing area. Their function is to determine and to indicate whether a player's drive is inbound or out. In cases where there are no Markers, all judgement calls are left to the judges. Their decisions are not to be questioned. If an instant video taping replay system is available and a player feels that a number of close calls (at least two) are suspect, he may, within 5 minutes after the match, file an official protest and ask for a review. *Where a clear difference is seen* the two players involved must replay those holes and a final winner will be declared. However, in the event the deadline has expired the results are final. Rule #8 A player is required to sign their scorecard. Failure to do so, or if an incorrect card is signed, the player would be disqualified. If he/she had won their game, that game will be forfeited to the other player. Rule #9 The loser of the match must give the winner a handshake and the winner moves on to the next flight of matches. If no further matches are to be played, the winner is declared the Champion or Champions of the event. Example of the Nothing But Fairways Event. *(Both players are to have their own bucket of balls)* Starting on Hole #1, Player #1 hits his drive (ball) at least 200 yards and it comes to rest (inbound) in the fairway. Player #2 hits his drive and it comes to rest out-of-bounds. He has lost the hole and is now 1 down with 17 holes/fairways to play. Standing on the same tee (Now considered Hole #2/Fairway #2) each player hits another ball to that same fairway. If both players hit the fairway, Player #1 remains 1 up with 16 holes/fairways to play. If Player #1 misses the fairway and Player #2 hits the fairway, the match is all square with 16 holes/fairways to play. If Player #1 hits Fairway #2 and Player #2 missed the fairway,

Player #1 wins the hole. He/she is now 2 up with 16 holes/fairways to play. The match continues as the same tee becomes Hole #3, 4, 5, etc. When one player is down more holes/fairways than there are to be played, the match is over. If Hole #18 is completed and players are all square, (tied) the players will play extra holes (Sudden Death) until a hole is won. **Flex Distances & Any Club Accuracy Event** (Non walking and walking) Rule #1 In place of the #1 Wood the sponsors may choose any club. Rule #2 Players will play/hit to nothing but the fairways of a golf course or multiple fairways. Rule #3. The sponsors may choose to play the course/fairways as they are, or according to the skills of the players adjust the inbound bounties. The sponsors' also selects the kind of club to be used on each hole. Example: Starting on Hole #1 players each hit one ball to its fairway. The two balls are judged whether they are in or out of the fairway. The players will either be all square or one will be 1 down with 17 to play while the other will be 1 up with 17 to go. Fig. 4 #1 is Player #1. #2 Player #2. #4 Right side rough. #5 Fairway (Scoring Zone) #9 200 yard front inbound marker or line. #8 Left side rough #7 Player #1 hits the fairway in regulation. Tee ball ends up in the fairway. #6 Player #2 Tee ball missed the fairway. Loss of hole. Player #2 is 1 down with 17 Holes to go. Player #1 is 1 up with 17 holes/fairways to go. Fig. 5 Optional Scoring Zones for Greens, i.e., Nothing But Greens. #1 Zone 1 = 1 point. #2 Zone 2 = 2 points. #3 Zone 3 = 3 points. #4 Zone 4 = 4 points. #5 the hole/cup = 6 points. #6 The flag. Nothing But Greens Point Scoring or Match Play Iron Accuracy Event (On-Course Walking) Rule #1 The sponsor or the course owner will set the course up as a Par 3 golf course, having 9 or 18 holes available for play. All of the Par 4 and Par 5 holes will have their teeing areas located in their fairways at a distance, which makes each hole a reachable Par 3. The sponsors or course owner will determine the distances of greens or targets. Rule #2 The Point Scoring and Match Play rules of the Nothing but Fairways Format are relevant. The difference is a ball on the green is considered to be inbounds. The ball may be resting against the fringe (ball on the green) but not on the fringe, in a fairway, or in a hazard. Rule #3 All of the other game rules of (Nothing but Fairways & Greens are in effect. The Sudden Victory Rule is in force at all times. Point Scoring Event (Walking or Non walking) The number of points scored is based on how close the player's ball finishes to the hole. At the end of the match the player with the most points or holes won is the winner. (Sudden Victory Rule could be in Play) 6 points for a ball that finds the cup. 4 Points are awarded for ball within 5 feet of the pin. 3 Points are awarded for ball within

10 feet of the pin. 2 points are awarded for ball within 20 feet of the pin. 1 Point for ball on the green but at least 20'1" away from the hole. (Non walking Format) Sudden Victory rule could be in Play. This game is good for sponsors where space is a problem. **(Driving Ranges or Parks) Rule #1** Starting from Hole #1 to the last, a player or team hits a ball to each hole. If there are not enough holes available, then a repeat of the available holes will be the rule, or at the beginning of the contest sponsor can put in a format place where each ball is considered a hole. (Example) A player's first ball (Ball #1) lands and stays on the green. On the scorecard for Hole #1 the player marks a (X). If the player fails to hit the green a zero (O) is marked. Ball #2 becomes the second hole on the scorecard. Ball #3 becomes the third hole on the card and so on. If there were only 3 greens, the players would hit 6 balls to each hole. Each of those balls would be considered a hole making it an 18 Hole contest. The player or team earns a point or (match Play) wins the hole if they hit the green and the other player or team does not. The number of target greens should be at least three or more. The number of balls hit to each green should be in as equal amounts as possible. 3 Holes - 6 balls hit to each hole. 4 Holes - 5 balls hit to each of the first 2 holes, 4 to each of the two remaining holes. 5 Holes - 4 balls hit to each of the first 4 holes, 2 balls hit to the one remaining hole. 6 Holes - 3 balls hit to each of the holes. 7 Holes - 2 balls hit to each of the first 6 holes, 6 balls hit to the one remaining hole. 8 Holes - 2 balls hit to first 7 holes, 2 balls hit to each of the two remaining holes. 9 Holes - 2 balls hit to each of the holes. The match is over (as in Match Play) when the player is down (in this case) more points than can be made up in the remaining holes. (Team Play) **Fig. 6 #1 Green, #2 Flag. Point Scoring Team Scramble.** Each team member can earn 1 point for hitting a fairway in regulation. Just as in the basic game format. A team can choose to play from any of their balls landing position. However, if the team decides to take their next shots from a spot of a ball that has come to rest outside of the fairway, for that hole, they forfeit any and all of the fairway points the team would have earned. To retain fairway points, the team must hit their second shot from the fairway. When a team member ball hits a green in regulation, and if the green scoring zones are in play, according to which scoring zone their ball comes to rest in they can earn a number of points for the team. Whenever more than one ball finds a green; the team can choose which ball position to putt from. By sinking the putt an additional point can be earned. If all team members fail to hit the green in regulation, no green points are earned and for that hole the team is finished with,

scoring. **Fig. #7 A Point Scoring Score Card.**

N.B.F. & Green Rules, and Regulations The sponsor of a game will choose the type of game to be played and in games where it is essential to designate the distance, targets, and widths of the fairways, or targets, they will do so. Sponsors will oversee the required boundary markings of all the fairways, greens, Drop Zones, Sponsors will appoint a Head Judge, individual Judge Assistants, and Downfield Ball Spotters/Markers. A judge's Assistant will ensure that the players adhere to the rules of the game. All violations are to be reported to the Head Judge. Events can be designated Open, Men's, Women's, and hit more than one shot in a row. Before each contest the team's captain will compose a list of numbered players, (as high as six), and gives it to the Head Judge. Team players must play and stay in their original position. No team member can ever play out of turn. If a team member plays out of turn on a hole, the hole is forfeited to the other team. Any second such violation by the same team during the same match results in automatic forfeiture. shot from the fairway. When a team member ball hits a green in regulation, (according to which scoring zone their ball comes to rest in) they can earn a number of points for the team. Whenever more than one ball finds a green; the team can choose which ball position to putt from. By sinking the putt an additional point can be earned. If all team members fail to hit the green in regulation, no green points are earned, and for that hole the team is finished with scoring. **N.B.F. & Green Rules, and Regulations** The sponsor of a game will choose the type of game to be played and in games where it is essential to designate the distance, widths of the fairways, or targets, they will do so. Sponsors will oversee the required boundary No touching of the Ball Rule and its Exceptions (a) A player may not nudge, or touch the ball while it is either in the fairway or the rough. If during a point scoring event a player does so, on their score card they shall mark, and minus themselves 4 points. (- Minus 4 points) In a match play event the player loses the hole. If during the same event a player commits such an act a second time; an automatic disqualification shall take place. (b) If a player's ball is in causal water or if they have to stand in causal water to hit, the player, with the consent of his opponent or a Judge's Assistant, may get a free drop. The drop will be made within 2-club lengths outside of the water, but no nearer to the green. (c) Par 5 Hole Tee Ball: Any player hitting a ball in a hole must drop a ball at least 10 yards back from the edge of the embankment. (No nearer to the hole) The dropping zone must be directly on the same line that the ball took to the water. If there are no embankments, the edge of the water

will be the starting point for the drop. Player will be playing their third shot. A ball in the water that is located in the fairway is a ball that has missed the fairway or green. (d) If a ball hits the fairway and becomes embedded, the player may lift and clean the ball, and drop it within 2 feet of the spot, but no nearer the green. (e) If a player's ball comes to rest in any hole, imbedded or in a "Ground Under Repair" area, the player may drop the ball within a club length of the spot but no nearer the green. (f) If a ball comes to rest behind, in, or against manmade objects, etc., (preventing the player from having a direct shot at the green, Line-of-Sight Relief is given. The drop will be made at the closest relief point but no nearer the green. (Exceptions) Unlike the USGA we believe it is unfair to include bleachers and fences. It is to be assumed the player was aware they were there. Therefore, no free drops are allowed! You hit it there, you play the ball as it is or declare it unplayable, pick up the ball and move on! (g) If a ball ends up on a cart path, sprinkler head, sidewalk, road, or if the player has to stand on such, the player is entitled to a free drop within a club length of the spot but *no nearer the green!* (h) If a ball hits any overhanging electrical wire, or sprinkler head, the player is entitled to replay the stroke without penalty. Balls Hit In Other Hazards (Sand traps, etc.) A ball hit in a sand trap or hazard (even if within a fairway) is a missed fairway or green. If the ball is playable, the rules concerning "Hazards" Current USGA Golf Rules apply Unplayable Balls (On-Course Walking Events) Par 4 Hole & Par 5 Hole At any time after leaving the teeing area, a player finds his ball in such a position to be unplayable, (player believes there is no chance of reaching the green in regulation) they should, in the best interest of the game, and without delay, declare the ball unplayable. (See touching of the Ball Rules). It is up to the player to make the call. Once a player declares a ball unplayable, they are not allowed to hit another shot on that hole. Penalty For Balls Hit Out-of-Bounds (White Stakes) Player loses (-1) point and marks they scorecard as such. If the player has no points, that player will be minus -1 and in the hole. On a Par 1 hole the player is out of the hole. For a Par 2 hole, including a Par 3 tee ball/2nd shot, when the player reaches that hole's 150-yard marker drop zone, (located in both the right and left rough), *if they chose, they may* drop a ball, on the out of bounds side. From that point they may play to the green in an attempt to recover the (1) penalty stroke. If their ball ends up at rest (*anywhere*) on the green, the player regains the (1) point that they lost. Match play: If both players' tee shots (Par 2 or Par 3

holes) are found to be unplayable, or both, are out-of-bounds, both players will without delay pick up their balls and proceed to the drop zones. (Each player will hit from both the right and left rough), *if they chose, they may* drop a ball, on the out of bounds side. From that point they may play to the green in an attempt to recover the (1) penalty stroke. If their ball ends up at rest (*anywhere*) on the green, the player regains the (1) point that they lost. Match play: If both players' tee shots (Par 2 or Par 3 Hole) or 2nd shots on a Par 3 Hole, are found to be unplayable, or both, are out-of-bounds, both players will without delay pick up their balls and proceed to the drop zones. (Each player will Hit one ball to the green. The player hitting their ball closest to the pin wins the hole. Building A Stance. At no time may a player build a stance. A player may bend weeds, branches, and such, but no breaking of anything is allowed. (Minus 2 points/Match play-loss of hole. Game Play. A player may play with 17 clubs that conforms to the USGA specifications for clubs. A player may not change the layout (set-up) of the course or hitting areas for any event. After 9 holes of play a player may change type of ball they will be playing. Must verbally state the change to the officials and other players before beginning the next 9 Holes. Any ball that is clearly damaged may be changed, (by agreement with opponent). Violation: **Match Play**: Lost of all holes won while using the undeclared ball. **Point Scoring**: Minus -6 point. Players can be disqualified at any time for unsportsman like behavior, i.e., swearing, disrespecting the game, players, officials, or spectators. If a player is in need of a ruling, players should discontinue play and call for an official. **MAJOR RULE THAT ALLOWS PUTTING**. The One Putt Only Rule. An event can be declared a Nothing But Fairways & Greens (One Putt Only) Event. This rule allows players that reach the green in regulation, the choice of putting the ball once. They do not have to putt, but if they choose to putt, and they make it, they earn 1 point. If the player fails to sink the putt they are to pick up the ball and move rapidly off the green. Any player putting on the same green a second time is required to reduce their points by three. A player with no points will be (-) minus points and will be in the hole. Teams classes. Couples, (mixed gender) Partners (same gender) and teams consisting of at least 3 players, but not more than 6 are allowed. Games can be designated as 9-72 Hole events. The longer events should be held over a number of days.
